

In The Specification:

Amend the paragraph between page 17, line 27 and page 18, line 5 to read as follows:

In addition, the sound generation means forms part of notifying means is operated to notify the game player of predetermined notifying information in notifying states including a current notifying state and subsequent notifying states following said current notifying state, while the game player is enjoying games including a current game and subsequent games following said current game. The notifying states are also called "game states." In the embodiment, the notifying means outputs any one of five game sounds: game sound 1, game sound 2, game sound 3, game sound 4 and game sound 5 during the regular game operation. One game sound is selected from the game sounds 1 to 5 through a lottery operation run after the input time of the start lever 15 (see Fig. 9(d)) by subsequent notifying state determining means, which will be described hereinafter. Then the notifying means is operated to output the selected game sound (see Fig. 9(a)). More specifically, the game sound to be sounded in the subsequent game is selected in advance on the basis of the game sound sounded in the current game. The subsequent notifying state determining means, which is also called a "subsequent game state determining means," is constituted by the micom 30.

Amend the paragraph between page 24, line 21, and page 25, line 6, to read as follows:

The game machine further comprises second notifying state determining means constituted by the micom 30. The second notifying state determining means is also called a "second game state determining means." As will be appreciated from the foregoing description, the micom 30 serves as the subsequent notifying state determining means and the second notifying state determining means. The second notifying state determining means is operated to

determine and select in advance the current notifying states on the basis of the subsequent notifying states determined by the subsequent notifying state determining means. For instance, in the aforesaid example, if the game start sound and rotation reel lamp operation group number 2 is selected from among the group numbers shown in Fig. 14 with the variation value of "-2" obtained and the "bells" prize winning flag set and then, the random number of "71" is sampled, the rotation reel lamp operation pattern 2 with the first rotation reel stopped, the rotation reel lamp operation pattern 1 with the second rotation reel stopped, and the rotation reel lamp operation pattern 1 with the third rotation reel stopped are selected by the second notifying state determining means. In the case, no entertainment is made by the rotation reel lamps with the first rotation reel 3 stopped in the current game, the back lamps 57a to 57c of the first rotation reel 3 move downward once (-1) with the second rotation reel 4 stopped, the back lamps 57a to 57c of the first rotation reel 3 move downward once (-1) with the third rotation reel 5 stopped. The downward movement is thus performed twice ($-1 -1 = -2$) by the entertainment of the rotation reel lamp in the current game, thereby notifying the game player of the variation value of "-2".